TIMEKEEPER – What do I do?

• The basics…
  • It is very important to focus on the time – NOT the game – and whether a question is a toss-up or a bonus
  • At the National Finals, one match is composed of two ten-minute halves, with a two-minute break

• To begin…
  • The timekeeper starts the game clock when the moderator begins reading the first question
  • Begin timing as soon as the moderator finishes reading the question
  • Students have **5 SECONDS to buzz-in to answer a toss-up question** after it has been completely read
    • After 5 SECONDS, announce “TIME!”
    • If the first team answers incorrectly, the second team has five seconds to buzz-in after the moderator says, “not correct”
  • Students have **20 SECONDS to answer a bonus question**
    • After 15 seconds, announce “5 SECONDS!”
    • After 20 seconds have elapsed, announce “TIME!”

• If there is a challenge, stop the clock

• Visual Bonus Questions (DE rounds 6-9 only):
  • **30 SECONDS to answer a bonus question**
    • After 25 seconds, announce “5 SECONDS!”
    • After 30 seconds have elapsed, announce “TIME!”

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**Toss-up Question**
5 Seconds = “TIME”

**Bonus Question**
15 seconds - “5 SECONDS”
20 seconds - “TIME”

**Challenge?**
• Stop the clock

**Minimum Requirements:**
• Know and understand the timing rules
• Be able to focus on timing in a competition setting
• Be at least a junior in high school